

Sherston America

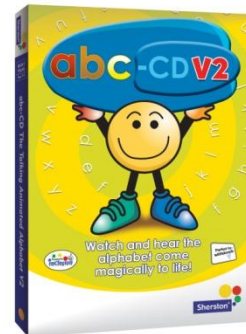


123 CD V2

123-CD V2 features ten focused, fully narrated activities covering the number range 0–10. Wizit the friendly wizard helps young students confidently explore the complexities of counting and other essential early number skills. Also features a demonstration mode for whole-class teaching on an interactive whiteboard or large screen.

Abc CD V2

abc-CD V2 motivates students to develop their knowledge of all letter shapes, sounds and names. Includes extensive teacher options, full narration, bright and appealing graphics, animations of each letter (with or without exit strokes), switch accessibility, and a useful demonstration mode for whole-class work. Watch the letter 't' turn into a tadpole! The talking animated alphabet in *abc-CD V2* brings all 26 letters of the alphabet to life for young learners.



Activity Builders

The *Activity Builders* are a set of teacher tools designed to make it easy to create personalized, interactive activities. Using 'wizard'-style templates, teachers can quickly and easily enter their own content into any of the activity templates. A simple click of the mouse delivers professional-looking activities, ideal for use with the whole class on an interactive whiteboard, or with small groups or individual students.



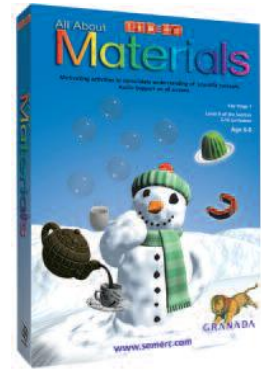
- Three choices: Literacy, Numeracy, and Science Activity Builders
- Build resources to meet the needs of every learner in your class
- Target specific areas of difficulty
- Easy creation of differentiated resources
- Ideal for making whole-class, group or independent tasks
- Upload resources to your intranet or learning platform
- Share, adapt and re-use resources
- Ideal for the non-ICT specialist
- Professional resources can be made in minutes

All About Series

Purchase the set of seven at an extra discount.

All About Materials introduces students to a variety of new skills through its interactive activities. All on-screen text is read aloud, making it suitable for early or non-readers.

All About Number at Level 1 is packed with fun activities that encourage students to practice and test their understanding of a variety of topics. Full audio support is given on every page. There is also a built-in word processor with a speaking word bank, which allows children to write about what they have discovered.



All About Number at Level 2 is the second title for numeracy in the series. Visually stimulating graphics encourage learning and the fun activities allow students to consolidate their understanding of vital mathematical concepts.

All About Ourselves is a visually stimulating resource that promotes thought and discussion through a variety of interactive tasks.

All About Science with Toys is designed to support students in the study of physical processes in science. The CD-ROM introduces students to a variety of new skills through its six menus and 15 interactive activities.

All About Shape and Space is designed to support students' development in math and science. The attractive graphics are designed to be visually stimulating and the exercises are designed to be interactive. The accompanying audio support guides students through each stage, making it ideal for group or independent work.

All About Weather and Seasons promotes thought and discussion through a variety of tasks relating to weather and the seasons. The CD-ROM incorporates activities that enhance students' understanding of the effects of weather.

BBC Science Simulations Series

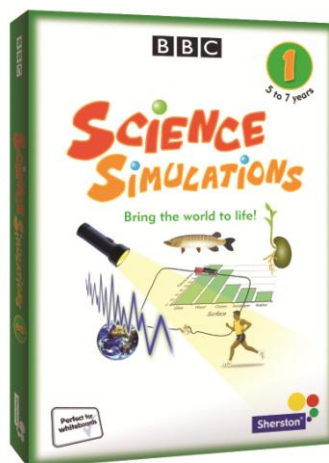
Purchase the set of three at an extra discount.

BBC Science Simulation 1

BBC Science Simulations 1 provides a unique opportunity for children to explore seven 'virtual' science investigations. The simulations include making plants grow, exercise, and building a variety of electrical circuits. Perfect for use on an interactive whiteboard, these simulations provide an excellent opportunity for students to predict, carry out and evaluate investigations with the additional benefit of being able to simply reset them and start again!

Contents:

- Seven interactive simulations
- Questions section
- Table or graph view
- Using electricity
- Changing materials
- Force and movement
- Growing plants
- Exercise and health
- Food chains
- Light and dark



Age range:

5 -7 years of age

BBC Science Simulation 2

BBC Science Simulations 2 provides exciting opportunities for students to interact with seven virtual science investigations. Within minutes students can observe how shadows change over the course of a day, investigate which of four materials is the best thermal insulator, and much more. Users can develop their understanding of fair testing by controlling variables on screen and can see instant results by selecting to view a table or graph alongside the animation. A 'Questions' section with full narration provides ideas for investigations that students can complete independently. The clear graphics and simple controls also make the software perfect for use on an interactive whiteboard.

Contents:

- Seven interactive simulations
- Table view
- Graph view
- Multi-sim function
- Questions section
- Plants and growth
- Light and shadows
- Exercise and health
- Electrical circuits
- Thermal insulation
- Food chains
- Forces and friction



Age range:

7 -9 years of age

BBC Science Simulation 3

Designed to support and enhance the teaching of science investigation skills, *BBC Science Simulations 3* offers seven interactive virtual experiments. From ponds to electrical circuits, and

plant growth to sun/shadow movement, the software allows teachers and students to explore a wide range of phenomena in ways and at speeds that would be difficult to achieve in the classroom. Users can manipulate a variety of variables and instantly observe their effects, and can access graphs and tables to clarify the results, providing a focus for interpretation and scientific explanation. In addition, the option to view two investigations simultaneously allows students to make direct comparisons.

Contents:

- Seven interactive simulations
- Changing state
- Plant germination and growth
- Food webs
- Exercise and health
- Electrical circuits
- Light and shadows
- Forces and friction



Age range:

9 - 11 years of age

The Big Bus 2

Note—this is an online product.

Introducing *The Big Bus 2.0*, the compelling solution for online topic based teaching in elementary schools. *The Big Bus 2.0* is available 24/7 for use in the classroom and for students (and teachers) at home. Your subscription give you access to 45 modules aimed at student grades PreK-6, many of which feature differentiation to support a wide range of abilities. In addition to these modules, *The Big Bus 2.0* includes a fantastic portfolio of new resources created by some of the country's finest educators and software producers.

Some of the modules include:

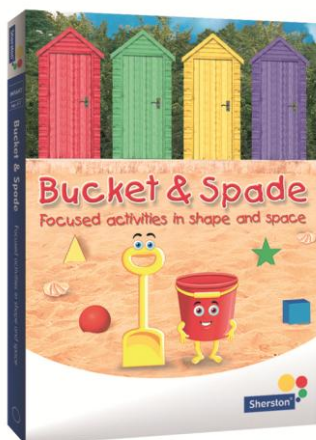
- Spreadsheet introduction
- Modeling and problem solving
- Vocabulary and comparisons
- Forces and motion
- Research and reference texts



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2011 SIIA CODiE FINALIST



To request a free trial of The Big Bus 2.0, go to <http://www.thebigbus.com>.



Bucket & Spade

Let your students join *Bucket & Spade* at the seaside in eight entertaining activities covering almost every aspect of beginning shape and space work. With four difficulty levels, you can easily configure the program to match your specific teaching objectives. The content is broad enough to provide both support for lower achievers and sufficient challenges for more able learners—right across the age range.

Activities include:

- Naming shapes and indentifying their properties
- Working with position, direction and movement
- Experimenting with repeating and symmetrical patterns

A Busy Day

Highly motivational graphics, activities, and games encourage and reinforce students' world recognition using vocabulary that is familiar and meaningful. The activities help students to understand that text carries meaning by encouraging them to hear, say and match words to pictures, and move the words around on-screen providing an exciting multi-sensory and interactive experience. Perfect for early learners and those with autistic spectrum disorders.

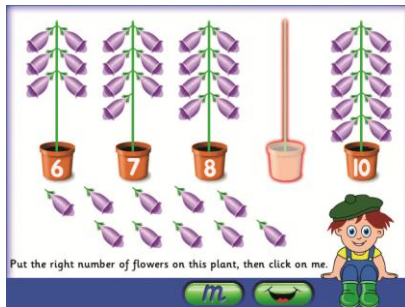
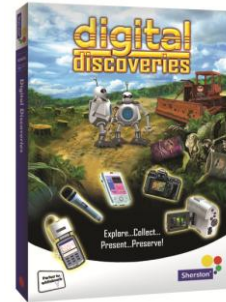


Charlie Chimp's Big Modeling Party

Charlie Chimp needs your students to use their modeling and problem solving skills to help him create the best ever Big Modeling Party. The seven multimedia activities introduce and consolidate major aspects of modeling and problem-solving. These activities can be worked on in isolation, allowing your students to focus closely on specific skills, or as part of an exciting adventure.

Digital Discoveries

Digital Discoveries helps student use a range of ICT digital tools to collect, manipulate, save and present the data in a set of three rainforest-based adventures. The program encourages the discerning use of four digital tools: video camera, digital still camera, data logger (sensor) and sound recorder. Digital Discoveries is perfect for developing ICT capability and the discerning use of ICT.



Fizzy's First Numbers

Fizzy and the Number Friends help guide young children as they take their first steps into the magical world of numbers. Children love the carefully-planned activities which use favorite themes such as feeding pets, preparing party food, or playing hide-and-seek to build and practice number recognition and counting skills. Their attention is held from the start with the captivating stories and high-quality graphics, and the simple narration is easy for the early years child to follow.

Contents:

- Reciting number names 1-9 in order
- Reciting number names from a given number, not always one
- Recognizing one-to-one correspondence
- Knowing the last number counted gives the total for a set
- Knowing the total of a set remains the same however the objects are arranged
- Counting a set of objects accurately
- Count out a given number of items from a larger set
- Recognizing numerals 1-9
- Watching how numerals can be written
- Matching the correct numeral with a set of objects
- Continuing a short number track by finding the next set of items
- Continuing a short number track by finding the next numeral

Age range:

3-5 years of age

Fizzy's Number Skills

The perfect companion volume to *Fizzy's First Numbers*, this title helps introduce the first mathematical concepts through a series of appealing, well-designed activities. Behind each gate in the Number World garden lies an engaging learning experience in which one stage of a basic concept is introduced and explored, using age-appropriate narration and scenarios that will capture young children's interest. The 12 activities cover concepts relating to early addition, early subtraction and comparing and ordering numbers, all within the number range 1-10.

Contents:

- One-to-one correspondence
- Comparing sets of items
- Vocabulary of comparison
- Comparing two numbers
- Understanding the vocabulary of addition
- Addition as combining two sets
- Finding one more or less than a given number
- Selecting items from two sets to make a given total
- Partitioning one set of items into two sets
- Understanding the vocabulary of subtraction
- Subtraction as taking away
- Ordering numbers
- Ordering sets of items



Age range:
3 to 5 years of age

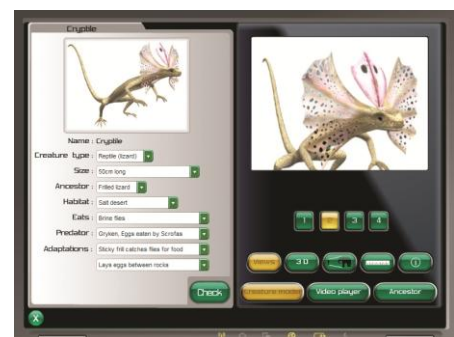


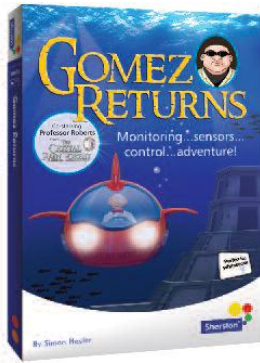
Flobot

Flobot – the robot with fun and learning built in! In this perfect introduction to control and problem solving, students need to teach the lovable robot how to react and what to do in order to get home safely! Flobot crosses rivers, climbs mountains, and even disco dances! Your students will be captivated by the rich adventure settings as they solve problems, make logical decisions and program Flobot.

The Future Is Wild

Based on sound scientific foundation, *The Future is Wild* introduces students to three futuristic time zones where they develop their problem-solving and thinking skills. Featuring three activity levels, three time zones, fascinating video clips from *The Future is Wild* TV series, engaging graphics and intriguing assignments, students are guaranteed a wild adventure as they learn about habitats, interdependence, and adaptation!





Gomez Returns

Arch-villain and infamous nature-hater Gomez is on the loose again! Your students must track him down before he causes devastating damage to the environment. Gomez Returns uses simulated monitoring equipment and a range of engaging scenarios to develop children's understanding of sensors, data logging and interpretation. By monitoring a range of variables including light, temperature, sound and weather conditions, children will gain an extensive understanding of how and why monitoring equipment can be used and develop knowledge and skills that are easily transferable to real-life data logging and monitoring situations.

Here's Splodge!

Splodge, the lovable blue paint splat, accompanies children as they search the preschool and early elementary classroom for his missing friends. Along the way Splodge and the children encounter a whole host of thought-provoking cross-curricular challenges, including mending the toy-making machine, creating the correct sequence to blow Billy Boat across the water tray and decorating fussy Panda's cake. The perfect introduction to adventure software, *Here's Splodge!* features a cast of colorful characters, engaging activities and is delivered with a sense of fun that early learners will find irresistible.



Contents:

- Six activities, each with two levels of difficulty
- Adventure and Activity Modes
- Simple Teacher Options
- Fully narrated
- Develops early problem solving, prediction and modeling skills

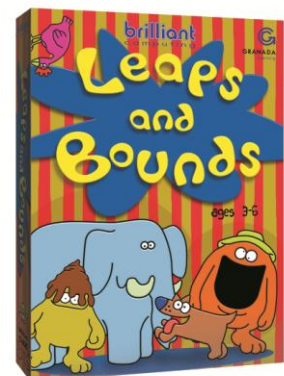
Age Range:

3 to 5 years of age

Leaps and Bounds Series

Purchase the set of four at an extra discount.

Leaps and Bounds is an enjoyable and educational experience for young children. The CD-ROM uses bright and colorful characters to stimulate the imagination of young learners, and it encourages the development of vital early learning skills.



Leaps and Bounds will help to:

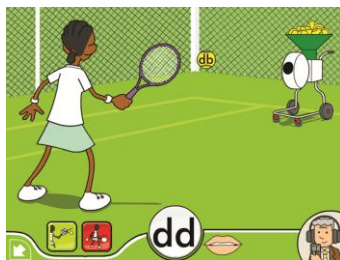
- Develop pre-reading skills
- Lengthen concentration span
- Enhance decision-making processes
- Improve tracking and left-right orientation

Leaps and Bounds is an easy-to-use educational CD-ROM that is energetic, humorous and full of fun surprises.

Leaps and Bounds 2 and 3 follow in the series. Each CD comprises six highly motivating and educational activities with no text or speech, making them suitable for early learners with various language skills.

These programs:

- Encourage visual and auditory memory
- Reinforce targeting and communication skills
- Develop pre-reading and cause and effect skills
- Improve mouse skills and hand/eye coordination
- Provide opportunities for students to communicate and extend their vocabulary range.



Letter Olympics

Letter Olympics provides support for students struggling with differentiation of lower case letters /b/ and /d/. Auditory and visual instructions emphasize accurate sound pronunciation of the /b/ and /d/ phonemes, and writing activities reinforce letter recognition. Addressing letter reversals and confusion early improves students' literacy development, including reading and spelling skills. The sporting themes include hurdling, tennis, motor racing, skiing, golf and bowling. Differentiated activities are covered within six levels for each sport.

The activities target:

- Visual motor letter formation
- Visual discrimination
- Figure ground skills
- Spatial awareness

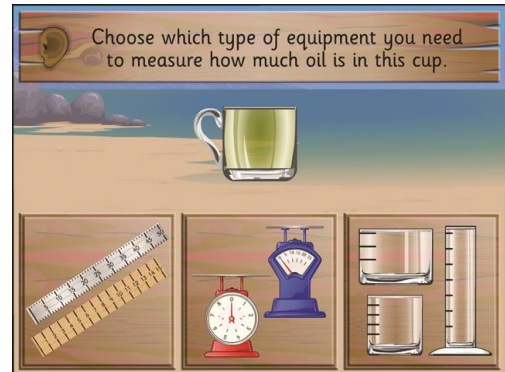
Measure Up!

Measure Up! contains nine engaging multimedia activities designed to carefully introduce and consolidate key aspects of measuring and estimating. Each activity has two levels of difficulty that can be worked on in isolation to focus on specific skills, or as part of a motivating adventure.

With clear interfaces, full narration, and Ollie Octopus and Ellie Elephant on hand to help, children can effectively use the software independently, or engage with it in groups via an interactive whiteboard.

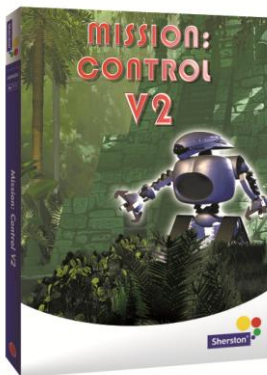
Contents:

- Nine engaging activities
- Length, mass and capacity
- Standard and non-standard units
- Clear Teacher Options
- Appropriate language throughout
- Reading and interpreting numbers and scales
- Choosing and using simple measuring instruments
- Reading and interpreting numbers and scales
- Problem solving and decision making



Age range:

4-7 years of age



Mission Control

This classic introduction to control technology will take your students on a gripping adventure to save an endangered forest. The nine fully narrated, interactive activities simulate a range of control scenarios, helping your class to develop the essential knowledge required to understand control technology in a meaningful and motivating way... and all without a real wire in sight!

The Model Shop

The perfect solution to all your computer modeling lessons, *The Model Shop* contains eight interactive models that provide clear tasks to encourage critical thinking. Students will learn to use simulations, graphical models, spreadsheets, and much more. With three levels of difficulty, and opportunities for open exploration as well as task-based use, *The Model Shop* can be used successfully by everyone.



Modeling scenarios include:

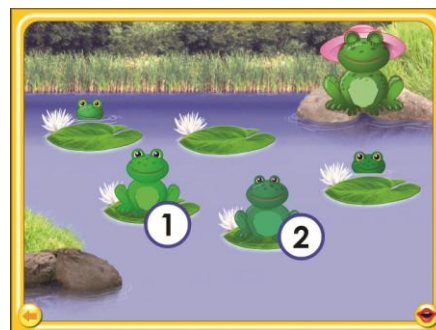
- Growing a plant
- Calculating calories when making a sandwich
- Calculating income for shops
- Controlling traffic using traffic lights

Monkeys Ducks and Frogs

Monkeys, Ducks and Frogs is a delightful program that includes seven fun-filled activities designed to improve basic counting skills. With the help of three popular number songs, which users are encouraged to join in with, students will learn to count up to five, practice one-to-one correspondence, recall sequences of animals and much more! Students will also develop their listening skills by responding to spoken instructions, their problem-solving skills by exploring outcomes and practice fine motor skills by using a mouse or switch to interact with the tasks.

Contents:

- Seven activities
- Three themes
- Three animated number songs
- Three levels of difficulty
- Clear interface and attractive photo-realistic images
- Mouse and switch accessible
- Perfect for use on an interactive whiteboard

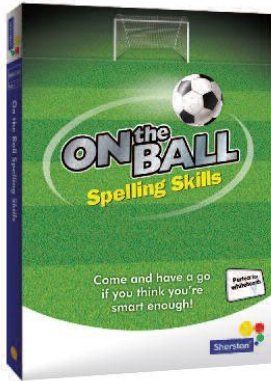
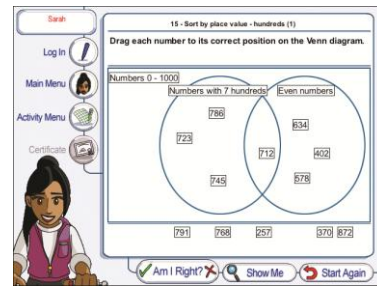


Numeracy Banks

A series of four titles, each *Numeracy Bank* contains over 200 focused activities covering key aspects of number and mental calculations for grades 3–6. Designed to ensure easy and effective integration of ICT into daily math lessons, the programs are particularly suitable for independent student use. Short, structured tasks allow students to practice and review what they have learned in teacher-led sessions, while a friendly, animated assistant offers support and encouragement. The *Numeracy Banks* are created with teachers in mind. Controls allow you to select the activities that students should complete, track their progress via reports and configure the desktop to suit the individual user.

Numeracy Banks include activities to reinforce:

- Place value
- Fractions
- Percentages
- Interpreting quotients



On the Ball Spelling

On the Ball Spelling Skills makes practicing spelling easy and fun. The four exciting activities are designed to help students practice and learn spellings in the motivating context of a soccer game. Students can create their own word lists and play either against a classmate or the computer and against the clock. The quicker they are, the more likely they are to score a goal! Automatic reporting allows you to track the progress of each learner.



ReacTickles

Also available for the SMART Table

Developed as part of a research project at the University of Wales in Cardiff, *ReacTickles* provides an engaging and accessible computer environment for spontaneous imaginative play and learning.

ReacTickles provides a series of interactive Tickles through which students with autism and other learning disabilities are encouraged to use technology. Students can develop mouse, keyboard, whiteboard, switch and screen skills whilst being encouraged to communicate, to use fine motor skills and to work together.. The software also works

well within mainstream early years settings enabling very young children to interact and learn to communicate as individuals and within small groups. Version 2 improves on installation, interface, creation of bespoke user interfaces, access to teacher and pupil resources and has been switch enabled to further increase accessibility.

- The playful ReacTickles focus on improvisational activity rather than a set of predetermined routines that lead to a preset goal.
- Confidence is gained through the opportunity to repeat actions, with each exploration offering a new and unique visual or auditory reward.
- Inspired by real world objects that children love to manipulate, Slinkies, lava lamps, spinning tops and coins, the ReacTickles environment offers a safe place to experience dynamic interaction where players freely explore abstract shapes and create rhythmic responses with their fingers and bodies without judgment or fear.

- ReacTickles are highly motivating and have been shown to help children develop concentration and attention skills, as well as encouraging sharing and imaginative play.

Features:

- Use with an interactive whiteboard, any desktop or laptop computer, mouse, keyboard, microphone and other adaptive devices.
- The design of ReacTickles maximizes on the physical rather than the cognitive aspects of computation, which are developmentally appropriate for most autistic children.
- NEW The ReacTickles interface can be preset to accommodate the unique sensory needs of each pupil and these settings can now be saved to a unique user profile.
- The ReacTickles Creativity Box resources are structured to provide an easy to use, flexible guide to integrating the software into the curriculum in a manner that is rewarding and fun.
- NEW The ReacTickles Creativity Box teacher and pupil resources can now be accessed directly from within the application
- NEW Fully switch enabled

Related internet link:

[Reactive Colours Web site](#)

Research site for Reactive Colours, the publishers of *ReacTickles*.

Return to Mechanica

All the design technology, none of the equipment! Get your class's cross-curricular problem-solving cogs turning with this exciting new software – ideal for this hard-to teach curriculum area.

Mechanisms and key principles are all brought together to create many meaningful and engaging problem-solving opportunities – guaranteed to develop thinking skills and broaden students understanding. Features two levels of difficulty throughout.



Science Express: Physical Processes

Climb aboard *The Science Express* and journey to Barnacle Bay where students can learn all about Physical Processes with the help of Daisy and Doug. Doug leads students to five engaging activities that are designed to develop scientific understanding and investigation skills. For example, students can find out about forces on the mini golf course, test the slopes of the Super Slide or investigate light sources in the lighthouse. In addition, Daisy's short, focused activities enable students to practice and

consolidate their understanding of key concepts and vocabulary. All activities can be played in narration-free 'on your own' mode which makes them perfect for teacher-led work on an interactive whiteboard.

Contents:

- Five investigation activities covering all aspects of Physical Processes
- Five short, focused consolidation quiz activities
- Characters offer full, supportive narration
- Option to play 'On your own' – without narration
- Develops scientific vocabulary

Age range:

5 -7 years of age

Science Express: Life Processes and Living Things

Take the *Science Express* to Buttercup Village where students can learn all about life processes and living things with the help of Daisy the train driver, and Doug, a curious young boy. Doug leads students around the village to five engaging activities that are designed to develop scientific understanding and investigation skills. For example, students can select healthy lunches from the school kitchen, go on a nature trail around the village or grow new plants at the Garden Centre. In addition, Daisy's short, focused 'test' activities enable students to consolidate their understanding of key objectives and can be completed in narration-free mode, making them perfect for teacher-led work on an interactive whiteboard.

Contents:

- Five investigation activities covering all aspects of Life Processes and Living Things
- Five short, focused consolidation quiz activities
- Characters offer full, supportive narration
- Develops scientific vocabulary

Age range:

5 -7 years of age



Skill Builders

Purchase the set of six at an extra discount.

The *Sherston Skill Builders* is an award-winning series that includes six CD-ROMs designed to support students who need practice in learning basic skills. Each program includes a range of features that will help students with special educational needs to use the software with confidence and ease, including switch accessibility, large cursor, and a clear and simple design throughout. Each of the six programs contains four motivating activities at four levels of difficulty and offers a choice of eight familiar topics, including Clothes, Letters, and Food. This flexible format enables you to adapt each program to meet the educational needs and interests of individual students.

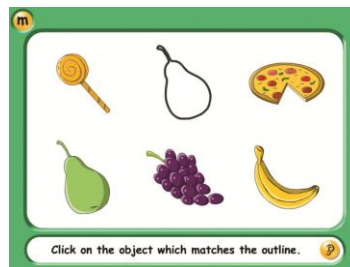
Contents:

- Clear and simple interface and images
- Full speech support throughout
- Configurable contrast for text and background
- Switch off speech or text facility
- Optional animated 'rewards'
- Eight familiar topics: Food, Home, Clothes, Animals, Play, Transport, Letters, Numbers

Identification Skills: This program will help your students to develop their skills in picture/word association and in recognizing the attributes of objects. These abilities are needed to be able to sort and identify objects.

Activities:

- Find
- Size
- Color
- Match



Observation Skills: This program will help students to sharpen their observational skills. These are essential to develop understanding of basic mathematical concepts such as pattern and shape.

Activities:

- Zoom
- Guess what?
- Bit by bit • Both squares

Memory Skills: This program will help your students to develop strategies to improve their short-term memory skills through the use of simple exercises that they can repeat easily to build confidence.

Activities:

- Sequence
- Pairs
- What's missing?
- Where was it?

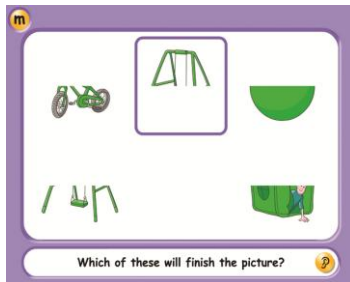
Listening Skills: This program will help your students to develop their auditory processing strategies. It will help them learn to understand, discriminate and memorize sounds.

Activities:

- Sound the same?
- Vanish

- Sequence
- Did you hear that?

Matching Skills: This program will help your students to recognize and identify the attributes of objects (by size, colour and shape) and develop their ability to visually discriminate.



Activities:

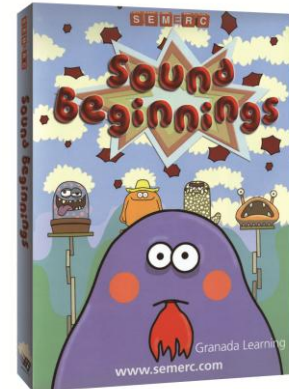
- Match exactly
- Match colour
- Match size
- Match pieces

Sound Beginnings Series

Sound Beginnings 1 encourages vocalization through exploration and skill-building exercises, and develops basic awareness of the dimensions of speech, such as volume, inflection, breath control and the presence of voice. Easy-to-use, ***Sound Beginnings 1*** enables teachers to select appropriate sounds, words and phonemes for their students and provides teachers with each student's user record.

Exercises on ***Sound Beginnings 1*** include:

- Gradually revealing pictures through sound stimulus
- Rewarding vocalization of specific words
- Encouraging extensive language work development



Sound Beginnings 2 is designed to encourage communication in young children and those with special education needs. Building on the features of the original, ***Sound Beginnings 2*** provides even more exciting activities using voice stimulus. The activities are fully configurable to suit individual users and printable user records are also available. The teacher menus include a gallery showing saved screenshots from certain activities that the user has accessed.

Activities include:

- Counting
- Flying
- Racing
- Placing

Sound Beginnings – Making Sounds is a welcome addition to the ***Sound Beginnings*** collection. This switch accessible program includes the Racing, Jigsaw, Blowup, Invaders and Floating activities from the PC-only ***Sound Beginnings 1 and 2*** programs. These specially chosen activities are particularly suitable for students who are at the early stages of acquiring spoken language. Teachers can configure the programs to suit the level of the users and add their own

specific images. A record of an individual's progress can be created and printed at the end of each activity.



Sound Stories

Designed to focus on word and sentence level teaching, *Sound Stories* contains 30 engaging talking stories, each followed by its own listening and spelling pattern activities. The lively stories have been carefully designed for students to use independently, with clearly narrated and highlighted text providing high-quality modeled reading. As a stimulating follow-up to each story, there are interactive activities, accompanied by Webster the Spider who

helps students to measure their learning. Customize the program for individual learners by targeting specific letters and activities, and keep track of each learner's progress with automatic tracking and reporting.

Stripy Tiger and Spotty Shark's Picture Box

In the creative world of Stripy Tiger and Spotty Shark, students are encouraged to experiment with color and pattern using a series of outline images. This text-free product is designed to engage young learners with the computer, develop creativity and help them to become independent users. It contains simple images to help them build confidence as they produce beautiful pictures, time after time.



Strumbie Island

In *Strumbie Island*, students travel to the fictional land of Strumbie, an island with inhabitants so small they can only express one emotion at a time. Each colorful character in *Strumbie Island* is named after his or her strongest emotion, and learners explore a range of emotions through five interactive games and activities covering bullying to self-esteem building and more. *Strumbie Island* also includes a photocopyable storybook that highlights emotive words.



Talking Topics V2

Talking Topics V2 features six multimedia reference books, each on a favorite topic: The Body, Homes, Transportation, Pets, The Seashore and Plants. Each book is divided into ten relevant sections with straightforward navigation controls. On-screen text is supported by full narration and highlighting. The program also features search facilities to develop information retrieval skills, stimulating interactive tasks to check understanding, and inclusion features.



Think About!

Think About! develops memory, attention, listening and literacy skills. Created for older, more reluctant readers and those with specific learning difficulties, *Think About!* builds understanding by inviting the user to demonstrate levels of literal, inferential and evaluative comprehension. Students are encouraged to watch the text-free animations and then answer questions before moving on to the workbook materials.

Computer-based activities, which follow the adventures of Jasmine and Harry, include:

- Ability to record your own version of the dialogue
- True or false statements
- Sequencing

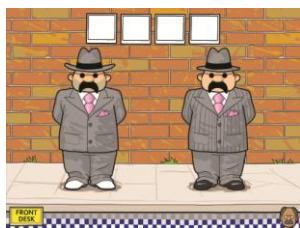


Clip art and student records are available via teacher settings. The workbook provides full and simplified text of the stories, together with questions for further comprehension work.

Track Series

Purchase the set of five at an extra discount.

The *On Track Series* isolates each of the building blocks of reading to get students to fluency. Every CD develops a single basic reading skill in isolation, including visual discrimination, alphabet literacy, phonemic awareness, spelling, and vocabulary. Highly configurable, the series offers advanced options for inclusion: switch access, varied font types and colors, automatic tracking and reporting, plus more.

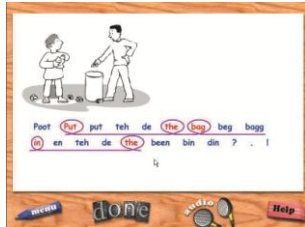


Eye Track focuses on visual perception skills including discrimination, memory, spatial relationships, form consistency, figure ground and closure perception. For learners from 3 years old. It's never too early to begin building pre-reading skills.

Phoneme Track encourages learners to identify, segment, blend and manipulate sounds (phonemes) that are representative of graphemes in the English language. An ideal resource for

the younger mainstream classroom, the program is also useful for older students with special phonological difficulties.

Alphabet Track is a motivating and easy-to-use CD-ROM that enables users to learn the names of the letters of the alphabet and alphabetical order through games and activities that can also improve short-term memory.



Spell Track helps students to look carefully at words and to reinforce correct spellings by tracking the correct letters of a particular spelling. Word lists are provided but personalized lists can also be added.

Word Track reinforces the correct spelling of words with 180 sentences of increasing phonic complexity, together with simple animated illustrations. An accompanying workbook with extension ideas is also included.

Idiom Track helps identify and explore English idioms. The 60 idioms are illustrated to demonstrate actual and literal meanings. (Ideal for learners from 3rd grade, including older learners with specific learning difficulties such as autistic spectrum disorders, dyslexia and semantic/pragmatic disorders.) Includes a set of idiom flash cards. *Not part of the set of five.*



Two Wise Owls

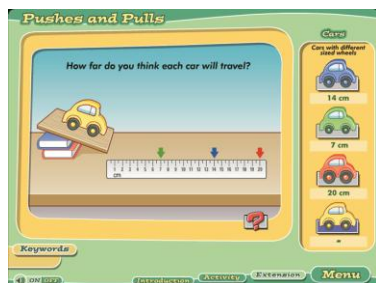
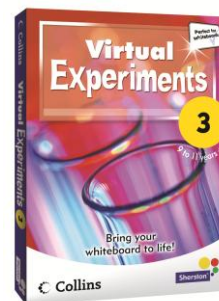
Two Wise Owls shows students how to use mnemonic memorization to help them remember difficult spellings and important information. A mnemonic is an image and/or sequence of words used for the memorization of spelling and facts. For example, “An island is land with water around it.” That’s how you spell ‘is land.’ Two Wise Owls has lots of useful mnemonics to support those who have not yet enjoyed success in mastering uncommon spellings. The program is suitable for second grade and beyond, as well as for those with specific learning difficulties (including dyslexia), and those who find using mnemonics a useful tool for memorizing important information.

Clip art, teaching suggestions, teacher records and an accompanying set of cards are included as well as the tools to make and print your own mnemonics.

Virtual Experiments 1, 2, 3

Purchase the set of three at an extra discount.

The *Virtual Experiments* series is an interactive teaching tool that allows classes to repeat and change conditions of experiments with no mess or fuss! Perfect for teaching investigation skills, these three new CD-ROMs contain a wide variety of simulations and interactive activities that are directly linked to K-6 science standards. The programs allow teachers to manipulate variables and pause simulations at key points in order to facilitate discussion. Plus the innovative 'Voting Option' button allows class predictions to be recorded and then compared with actual results.



Perfect for whole-class learning or for focused independent work to test and review key concepts, these resources are ideal for exploring science through ICT.

- Ideal for review of key science concepts
- Animated and fully narrated explanations
- Voting button allows the whole class to make a prediction
- Perfect for use on an interactive whiteboard



What's the Time Mr Wolf

Mr Wolf is kind and gentle but he's getting a little forgetful. As children help him in his clock repair shop, they learn vocabulary and math concepts involved in telling time. Days of the week, months of the year and seasons are also covered, and an interactive talking clock adds to the fun.

Young MacDonald's Farm

When Old MacDonald retired to Florida and his daughter took over the running of the farm, he could not have imagined the funny things that would happen! Young MacDonald has planted Singing Strawberries, encourages the animals to play hide and seek, breeds exotic chickens and has even imported a Patchwork Pig! Your children will soon be brushing up their visual and auditory skills as they engage with wonderful characters such as Wonky the donkey and Minty the sheep, down on Young MacDonald's Farm.

Contents:
Totally text free
Four activities with visual focus
Four activities with auditory focus
Three levels
Simple, configurable teacher options
Custom pointers

Age Range: 3 to 5 years of age

